SUPER MARIO MAKER | WORLD ENGINE

CONTROLS SETTINGS FOR PC and android


Index

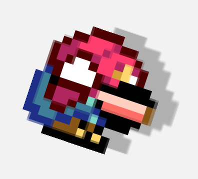
DEFAULT CONTROLS: for PC



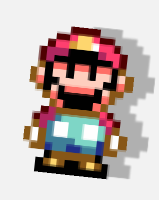




JUMP : UP ARROW



DOWN: S KEY



SPIN JUMP: DOWN ARROW



LEFT: D KEY



RUN : LEFT ARROW



RIGHT: A KEY



KEY CONFIGURATION

To configure the controls manually we must look for a file called "Settings.dat" located at:

C: \ Users \ username \ AppData \ Local \ Super_Mario_Maker_World_Engine

Note: This file will appear when you open the game for the first time.
Once the file is located, we open it with any text editor. Its content will be similar to this:

0	
1	
0	
37	RUN
38	JUMP
40	SPIN JUMP
32	
0	
87	UP
83	DOWN
65	LEFT
68	RIGHT

IMPORTANT:

We only have to modify the values related to the controls, any modification of the other values may cause an error in the game.
To change the controls we simply have to replace the value corresponding to the key. In the following table will be all the values of the keyboard keys, we only look for the one we want, copy its value and replace it in the file "Settings.dat"

NUMBERS		LETTERS		NUMERIC KEYBOARD:		OTHER KEYS	
0	**48**	**A**	**65**	**0**	**96**	**Recoil**	**8**
1	**49**	**B**	**66**	**1**	**97**	**Tabulator**	**9**
2	**50**	**C**	**67**	**2**	**98**	**Shift / Mayús**	**16**
3	**51**	**D**	**68**	**3**	**99**	**Control**	**17**
4	**52**	**E**	**69**	**4**	**100**	**Caps LOCK**	**20**
5	**53**	**F**	**70**	**5**	**101**	**Space bar**	**32**
6	**54**	**G**	**71**	**6**	**102**	**Page Up**	**33**
7	**55**	**H**	**72**	**7**	**103**	**Page Down**	**34**
8	**56**	**I**	**73**	**8**	**104**	**End**	**35**
9	**57**	**J**	**74**	**9**	**105**	**Start**	**36**
		K	**75**			**Left arrow**	**37**
		L	**76**			**Up arrow**	**38**
		M	**77**			**Right arrow**	**39**
		N	**78**			**Down arrow**	**40**
		O	**79**				
		P	**80**				
		Q	**81**				
		R	**82**				
		S	**83**				
		T	**84**				
		U	**85**				
		V	**86**				
		W	**87**				
		X	**88**				
		Y	**89**				
		Z	**90**				

GAMEPAD CONFIGURATION:

for andriod

TO CONFIGURE THE CONTROLS MANUALLY YOU NEED A WIRELESS CONTROL: BLUETOOTH

STEP 1: TO CONNECT THE CONTROL AND THE MOBILE DEVICE IT IS NECESSARY TO ACTIVATE BLUETOOTH FIRST

STEP 2: PRESS THE HOME BUTTON ON THE CONTROLLER

STEP 3: OBSERVING THE FLASHING LIGHTS MEANS YOU ARE LOOKING FOR THE DEVICE THAT NEEDS TO BE CONNECTED

STEP 4: GO TO SETTINGS AND WE GO TO "CONNECTED DEVICES"
To enter faster, you only need to press the bluetooth button for a few seconds

STEP 5: PRESS THE "SYNC NEW DEVICE" BUTTON AND WAIT FOR A FEW SECONDS
THE DEVICE MAY APPEAR AS "GAMEPAD"
(depending on what type of control the name may vary the name)



SUPER MARIO MAKER™

WORLD ENGINE

SMM: WE is a fan-game developed by Franyer Farías, this project is from fans for fans, so this has nothing to do with Nintendo. This game is not endorsed by Nintendo all sprites, music and audios are property of Nintendo

If you want to support this project, support future updates and development for Android and PC.
can join the:

Discord Group https://discord.gg/6jNBPQc
Facebook Group: https://www.facebook.com/groups/488458248636741/